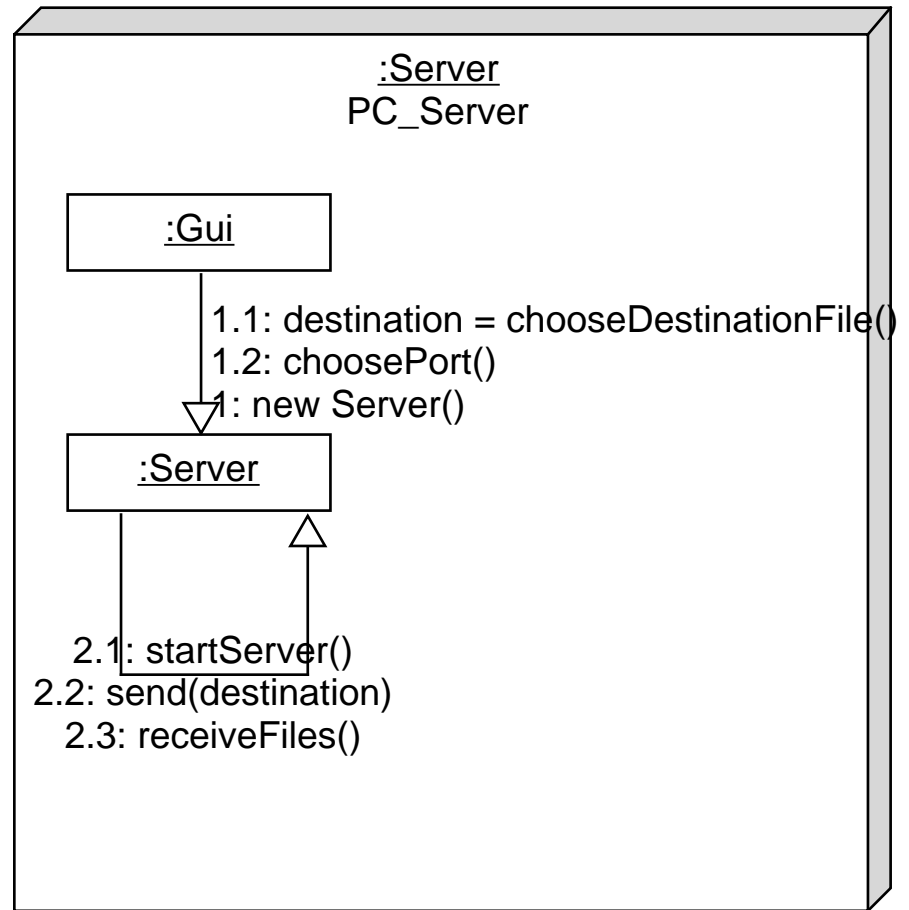


Client port
localhost



Server port
localhost

Local Sockets (TCP/IP)